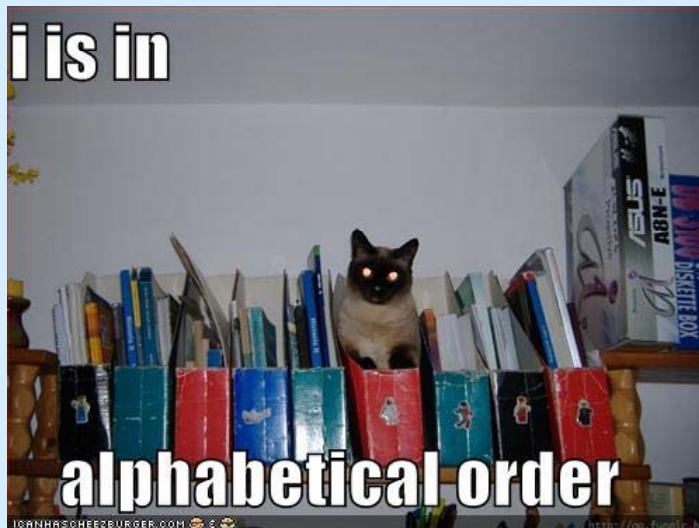


ICT, learning & libraries ☺



News from the International Society for Technology in
Education Conference (ISTE)



Lindy
Hathaway

Dickson
College



Keynote: Stephen Covey

<http://www.theleaderinme.org/>



- 2008 book: *The leader in me: how schools & parents around the world are inspiring greatness, one child at a time*
- “Leadership is communicating to people their worth & potential so clearly that they are inspired to see it in themselves”
- Empower students with effective tools: give them skill-sets & tool-sets but for quantum improvement give them mind-sets.

Covey's 7 *habits of highly effective people* can be used with people of all ages

1. Be proactive
2. Begin with the end in mind
3. Put first things first
4. Think win-win
5. Seek first to understand, then to be understood
6. Synergize
7. Sharpen the saw

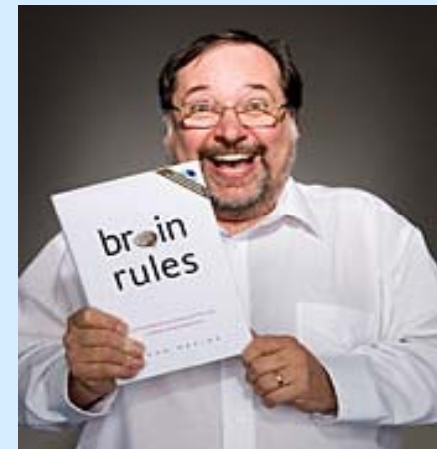
http://en.wikipedia.org/wiki/The_Seven_Habits_of_Highly_Effective_People

John Medina: molecular biologist

- Book: *Brain rules: 12 principles for surviving & thriving at work, home & school*

Classrooms & office cubicles are totally opposite to the way the brain learns best

- The brain is a survival paradigm; it is not really interested in learning
- Theory of Mind: can teachers look inside students' minds & see what they are thinking & gaps in their learning?
- A high Theory of Mind score = a good teacher
- Can software adapt “on the fly” to fill the gap in learning? Some software has started doing this.
- Brain rule #4: we don't pay attention to boring things
- Multitasking is a myth: error rates increase
- Google is changing our brains but we don't know how much



Teacher librarian forum



Karen Kliegman

- Revise your vision for your library...think outside the box... there is no box!!
- Learning is multimodal & creative expression is media rich
- Information is free range: guide students to make personal learning portals eg. Livebinders <http://livebinders.com/>
- Promote a remix culture. Digital objects are meant to be changed, rearranged, rethought, shaped & discussed and not just consumed. This involves complex thinking.

Gwyneth Anne Jones: The Daring Librarian

www.thedaringlibrarian.com

<http://thedaringlibrarian.wikispaces.com> = gadget-a-go-go; web 2.0 tools etc

@gwynethjones



- Transliteracy: literacy across multiple media
- Embrace the mashup culture
- Find another way
- Shift the language (attribution, widget, tagging, Creative Commons etc)
- Shift the product: offer students choice to create meaningful products & cater to learning styles
- Shift the research: search strategies; evaluate Wikipedia etc



Buffy Hamilton

<http://theunquietlibrarian.wordpress.com/>

- Libraries are communal experiences & commonplace texts constructed by participants
- Provide tools & support for creativity & the sharing of student creations
- Teach side by side with students: they are co-experts
- Provide some degree of social connection with each other & the world
- Embed, empower, engage, enchant
- Other interesting TLS: Sharon McClintock Miller (@shannonmmiller), Cathy Jo Nelson (@cathyjo), Anita Beaman, Doug Johnson

Joyce Valenza

Her blog:

<http://blog.schoollibraryjournal.com/neverendingsearch>

Her visit to Australia & NZ in July 2011, packed full of amazing links:

<http://joycedownunder.wikispaces.com/>

New tools:

<http://sdst.libguides.com/newtools>

Her 21st century library manifesto:

<http://informationfluency.wikispaces.com/You+know+you're+a+21st+century+librarian+if+.+.+>

Copyright friendly images & sound:

<http://copyrightfriendly.wikispaces.com/>



Photo credit: Jim Graham

Learning Tools Family Feud!

Tools presented in order of total votes



Best digital storytelling tool:

1.Voicethread 2.Animoto 3.Storybird 4.Photostory 5.Prezi

Best digital collaboration tool:

1.Google Apps/Docs 2. Wikis 3. Edmodo 4.Skype
5.Twitter

Best site for organising research:

1.Diigo 2.Google Tools 3.Evernote 4.Noodletools
5.Livebinders

Best social bookmarking tool:

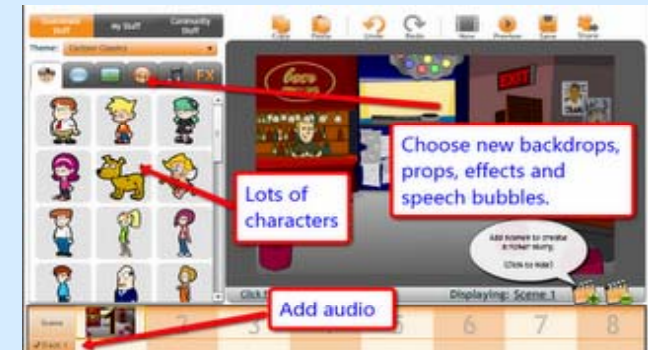
1. Diigo
2. Delicious
3. Google Bookmarks
4. Facebook
5. iKeepBookmarks

Best digital editing tool:

1. Picnik
2. Aviary
3. Photoshop
4. Flickr
5. Picasa

Best animation tool:

1. GoAnimate
2. Xtranormal
3. Animoto
4. Scratch
5. Voki





Best bibliographic tool:

1. Easybib 2. Bibme 3. Noodletools 4. Citation Machine 5. Zotero

Best technology innovation with the most effect on student learning

1. Internet 2. Mobile devices 3. Laptop 4. Computer 5. Projector

Google

- **Google's Search Education Evangelism site**

<http://sites.google.com/site/gwebsearcheducation/>

- Lesson plans & slideshows for teaching search
- Aimed at middle school to adults

- **Google's official YouTube channel**

<http://www.youtube.com/user/Google>

- Lots of videos on how to use Google features
eg. Google +

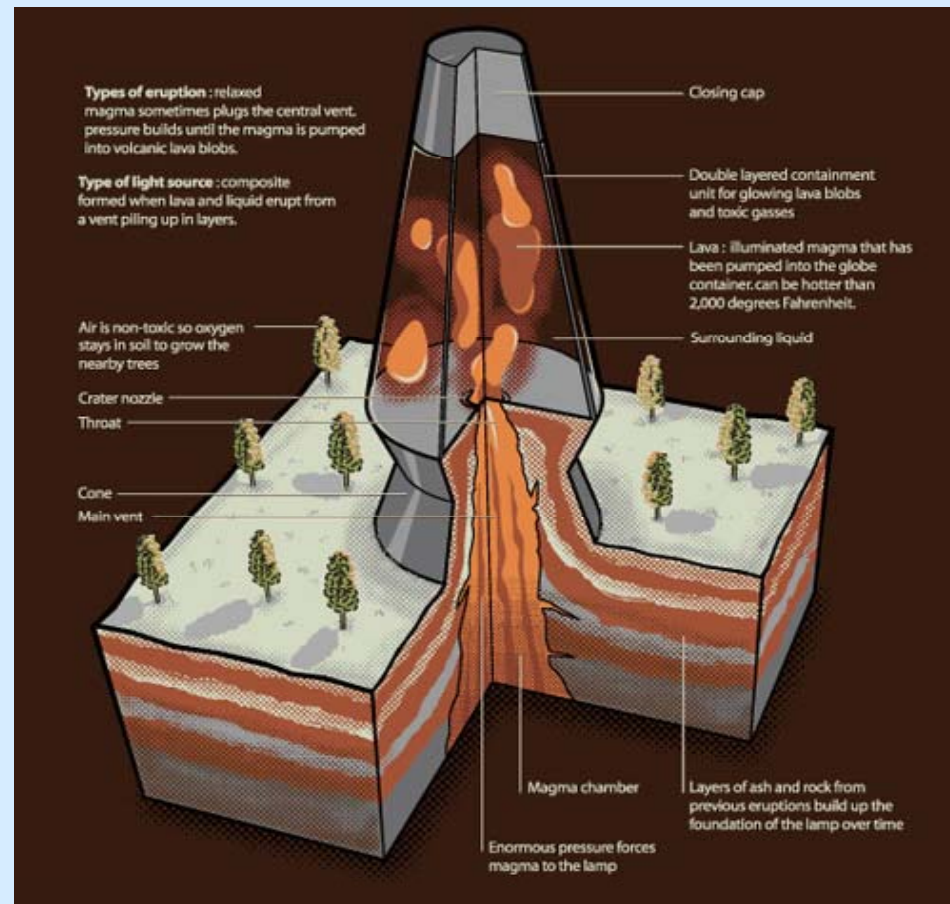


Ed games & simulations



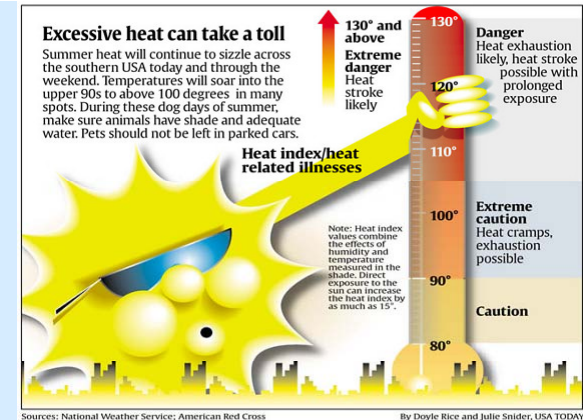
- Peggy Sheehy; Ramapo Central Schools, N.Y. :early adopter of Second Life in a school setting: Ramapo Islands
- Now using World of Warcraft to engage Year 8 & 9: more reading, creativity, can view reports of the game
- There may be over 1000 virtual worlds in 2013 (\$10 billion business) (Greg Jones)
- Ed games are a form of play activity with rules; they involve conflict and feedback is given
- Ed simulations model reality with authentic environments & tasks
- No major studies show that games & simulations do better than other forms of ed tech
- Virtual worlds radar: snapshot of virtual worlds Q1 2011
<http://www.kzero.co.uk/radar.php>

Informative infographics!



Infographics

- A visual representation of information
- Interesting & easy to understand coloured info displays with relevant, clearly displayed chunks of information
- Quickly convey the meaning behind complex data
- Includes annotated maps, charts, graphs, flowcharts, timelines



- <https://sites.google.com/a/kathyschrock.net/infographics/>
- <http://infographicsplease.wikispaces.com>
- <http://infographicsplease.wikispaces.com/Make+Your+Own+Infographic>
- <http://www.makeuseof.com/tag/awesome-free-tools-infographics/>

Qwiki

<http://www.qwiki.com/>

- Qwiki knows millions of things!
- Aims to deliver information via storytelling instead of search
- Information is turned into an experience



Skype in the classroom

<http://education.skype.com/>

- A place for teachers to connect with each other & find partner classes & projects
- Over 15 000 teachers & 700 projects
- Free!



QR codes

http://en.wikipedia.org/wiki/QR_code



- QR codes = quick response codes
- They're everywhere!
- QR codes link you to extra info about a resource
- Specific matrix (2D) barcodes that can be read by smartphones & computers with webcams & QR reader apps
- Create them at:
<http://qrcode.kaywa.com>
- **Bitly:** shorten, share & track your links
<http://bitly.com/>
- Look on the information page at bitly.com - the QR code has been generated & can then be copied & pasted



Create your own eBooks

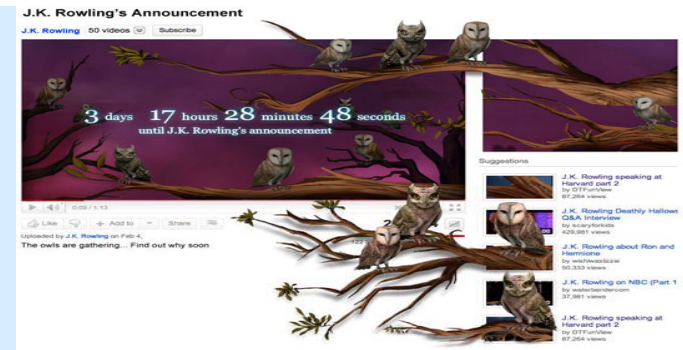
<http://www.epubbud.com/>

- Write, edit & publish a book online
- Upload any document & it will be converted to an ePUB eBook
- Sell your eBook through this site
- Browse all eBook files and import to your iPad
- FREE – but many books have been uploaded that infringe copyright :(
- You can also create ePUBs through the Pages app on the iPad

Pottermore

<http://www.pottermore.com/>

- Starts Oct. 2011
- Sign in & get assigned a Hogwarts house
- Collect what you need eg. a wand!
- Chapters have a Flash-based painting full of extra info & backstory



- Play games
- Dual your friends in real time via Facebook etc
- Earn housepoints!
- No ads....is J.K.R. hoping to subsidise the site with ebook sales?

<http://www.bigshinyrobot.com/reviews/archives/31306>

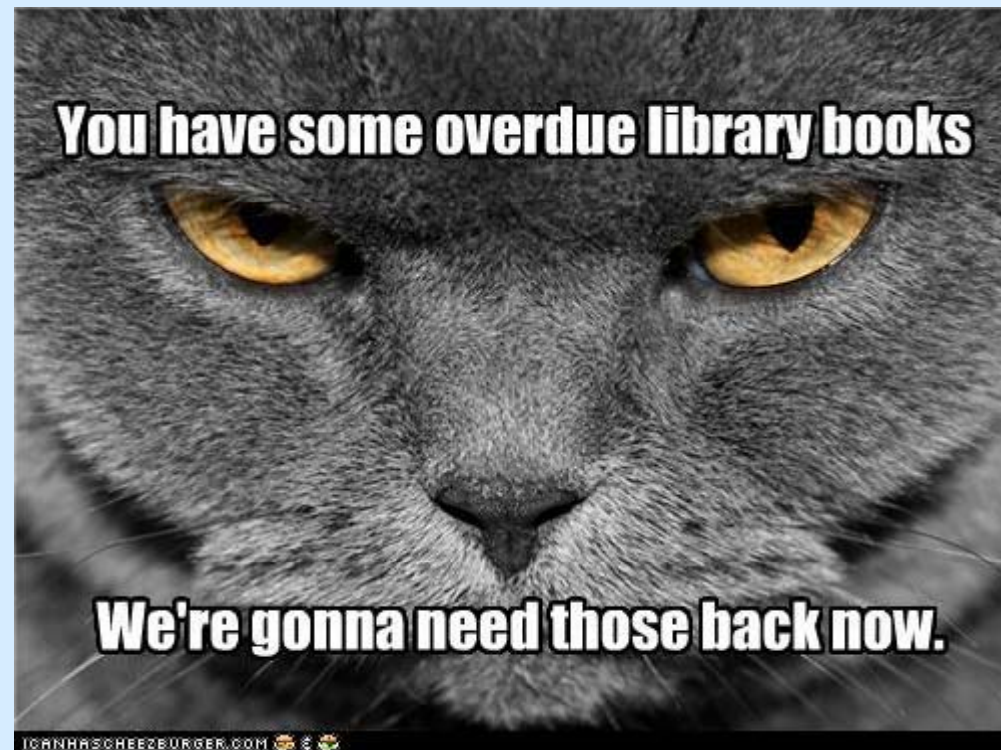
Happy 50th birthday 4 Corners!

19/8/61

- One of the world's few programs devoted to long-form TV news journalism (also BBC's Panorama & PBS Frontline)
- 4 Corners special edition 22/8/11
- Best stories from over 2000 shows
- 6 to 8 weeks to research & edit a story
- Anniversary website:

www.abc.net.au/4corners/50years





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